



MISSION REPORT

Mission Name:

Project Mayhem

Location:

Austin, Texas

Challenges:

Fun, traditional scavenger hunt and bar crawl combined with information security & hacking challenges

Audience:

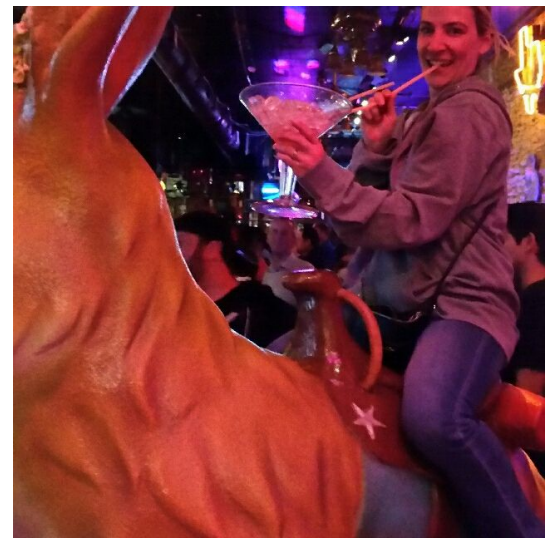
Attendees at InfoSec Southwest

Game Type:

Custom, Fun, Competitive, Scavenger Hunt

Project Mayhem is a custom, annually recurring scavenger hunt, bar crawl, and skills challenge at the InfoSec Southwest information security conference in Austin, TX. Throughout the game's history, Project Mayhem has gone from pen-and-paper scavenger hunt to using an outside scavenger hunt app and finally to developing Scramble, our multi-function game platform.

In Project Mayhem 2017 and 2018, we used Scramble to guide players to specific tasks and allowed them to explore the game rather than use a direct task list. We included a wide range of tasks to test all sorts of skills from finding and picking physical locks hidden around downtown, to talking their way into private bars and riding giant jackalopes.



Certain actions unlocked fun storylines for players to participate in. In "Our Perfect Date", we led players from a nice drink at The Driscoll Hotel to a romantic carriage ride, and finally to a final location where one player "proposed" to another. Another storyline focused on highlighting the work of first responders downtown and other tasks were based on an area of downtown rather than a part of a story.

Since the game only ran for a few hours, it was critical to include on-site help to track teams' progress, to help players understand the rules, and to collect physical items like a soapbox, or coasters, or game locks players had retrieved throughout the course of the game.